

ROBERT M. BARRY

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Mobile Number and References Available on Request | Melbourne, Australia

PROFESSIONAL SUMMARY

Producer (Mid) and Game Designer (Junior) with 8+ years experience. Passionate about creating immersive gaming experiences. Bringing visions to life through actionable and iterative bites of work. Has also had success in facilitating teams to be cohesive and motivated. Proven ability to align execution to organisational vision by prioritising and coordinating in a fast-paced environment.

I recently finished full-time employment with Blowfish Studios (Production), before that I cut teeth with contracts for Two Moos (Production and Design) and Drop Bear Bytes (Creative Production). My first position was as the driving force behind the award winning Joko's World (Creative Director). I am looking for the next challenge and I am comfortable working remotely.

CORE COMPETENCIES

Production and Product Ownership

Team Management and Cohesion

PM Software (Jira, Confluence etc.)

Game and Level Design

Writing and Narrative

Music and Audio Design

PROFESSIONAL EXPERIENCE

Blowfish Studios

Producer-Mid (Home Base & Virtual Book Fairs (Scholastic) and Moto GP Guru (Dorna Sports)) — 2022-2024

- For two years was a Producer for Blowfish Studios. My projects were typically client based and I worked remotely for the duration of the employment. I was involved in the management of multiple teams with different staff members, client and co-developer discussions, internal reporting of these projects, as well as day-to-day production.
- The collaboration projects of Blowfish Studios and Scholastic (Book Publishing). This included Home Base (MMO games and reading engagement platform), Virtual Fairs (digital substitute for the Scholastic Book Fairs during Covid-19), and their prospective other projects.
- Crated the Blowfish Studios' Resource Utilisation (live) Spreadsheet using Google Sheets, its query formulas and import range, as a means of tracking and managing stuff utilisation across multiple projects.
- Produced the UX/UI design and development of the MotoGP prediction software MotoGP Guru.
- Was involved in the pitching and early negotiations with two prospective projects with clients outside of the above mentioned

Two Moos (Two Bulls)

Associate Producer and Junior Game Designer (Multiple Projects) — 2021

- Satisfactorily completed a five month contract for two games (to take weight off senior producer who was transitioning to new position as program manager), and a two month contract assisting the Principle Creative Producer with game design and narrative.
- Organised and ran regular meetings (sprint reviews, retros, planning, client meetings, and standups).
- Maintained Kanban board, as well as tracking and reporting the velocity of critical paths.
- Main contact point for clients on projects.
- Created a new QA approval process, which is now used across multiple projects.
- Design and narrative: Gameflow, character dialogue, balancing and logic, and client design meetings.

Drop Bear Bytes

Creative Producer (Broken Roads) — 2020-2021

- Was brought into the project two years into its development, adapted quickly to the situation and the team, and helped out during a critical time in the project's development.
- Identified and improved on workflow: pipeline and handovers, responsibility distinction between team members, comms channels, meetings, and morale.
- Ran and refined (as needed/requested) scrum practices for the team, as well as all major meetings.
- Migrated the whole team to Jira and set its use practices.
- Created an early version of the estimations Google Sheet used by DBB that tracked the expected completion date of the project. Relative (pessimistic) estimates from team members were discussed and used initially. As the project progressed estimates were replaced by time tracking data from Jira.

Cultural Infusion

Creative Director, Producer, and Game Designer (Joko's World) — 2013-2019

- Guided the development of Joko's World and several Joko's World multiple award-winning children's educational games.
- Identified and defined the product value proposition based on a demonstrated understanding of the market.
- Responsible for the design of the major titles, and consulted on the design of all other games.
- Responsible for the task, milestones, quality and cohesion of all development areas.
- User tested all products with the target demographics (children aged 9-11).
- Demonstrated communication skills in various forms, including: technical presentation (development and delivery), technical documentation, diagramming, and creation of marketing materials.
- Evangelised at global industry media events including: PAX, I/ITSEC (World Serious Games Convention), Singapore Games Convention, award ceremonies, press and networking events.

Deakin University

Research & Teaching Assistant — 2010-2012

- Conducted qualitative and quantitative research skills as well as writing for published articles.
- Received two memorandums for excellent student evaluation while teaching video game design.
- Helped introduce learning theory from Psychology into the coursework

EDUCATION

SCRUM ALLIANCE - Certified Scrum Master 2020

AIE (Academy of Interactive Entertainment) - Cert. II Information, Digital Media and Tech 2017

Deakin University - Bachelor of Information Technology (Honors) 2011

Deakin University - Bachelor of Applied Science (Psychology) 2007 - 2010

PUBLICATIONS: VIDEO GAMES

- Home Base (2019). [Web, iOS and Android]. *Scholastic*. Blowfish Studios.
- Scholastic Virtual Book Fairs: Fall Season (2022). [Web and VR]. *Scholastic*. Blowfish Studios.
- MotoGP Guru (2023). [Web, iOS and Android]. *Dorna Sports*. Blowfish Studios and WePlay Media.
- Cha-Ching: Money Adventure (2022). [Web]. *Prudence Foundation*. Two Moos.
- eSmart Digital Licence+ (2021). [Web]. *Allanah & Madeline Foundation*. Two Moos.
- Untitled (Unpublished). [Web and iOS]. Two Moos.
- Broken Roads (TBA). [PC]. Drop Bear Bytes.
- Joko's World (2019). [Web]. Cultural Infusion.
- Joko's World: Sound Infusion (2018). [Web]. Cultural Infusion.
- Joko's World: Pocket Planet MkII (2017). [iOS and Android]. Cultural Infusion.
- Joko's World: of Musical Instruments. (2017). [iOS and Android]. Cultural Infusion.
- Joko's World: Pocket Planet (2016). [iOS and Android]. Cultural Infusion.
- Joko's World: Splatfest (2016). [iOS and Android]. Cultural Infusion.
- Joko's World: Xylophone (2016). [iOS and Android]. Cultural Infusion.
- Joko's World: Tambourine (2016). [iOS and Android]. Cultural Infusion.
- Joko's World: Flute (2015). [iOS and Android]. Cultural Infusion.
- Wells, J., Barry, R., and Spence, A. (2012). Using video tutorials as a carrot and stick approach to learning. [Journal Article] IEEE Transactions on Education.